



CREATING 3D ENVIRONMENTS

Blender Materials

Chapter 3 – Part 12

- Translucency in the real and cg world
- What is translucency
- In the real world
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- Using the translucent node

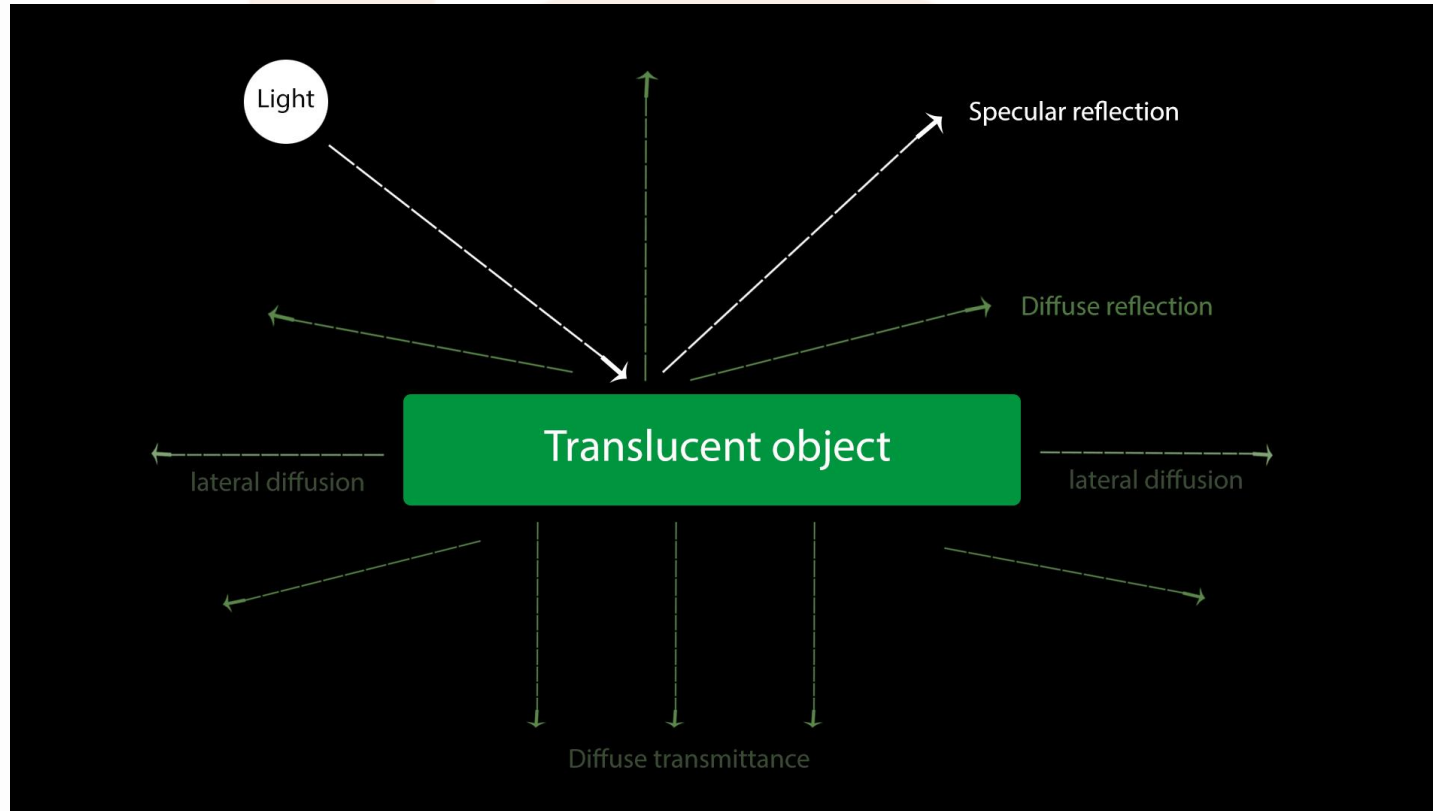


Translucency in the real and CG world



Translucency is a key shader for making nature materials

What is translucency



The material/shader let's light pass through it.

In the real world



Grass has a fluor looking color. Without the translucency it will look dark.

In the real world (2)

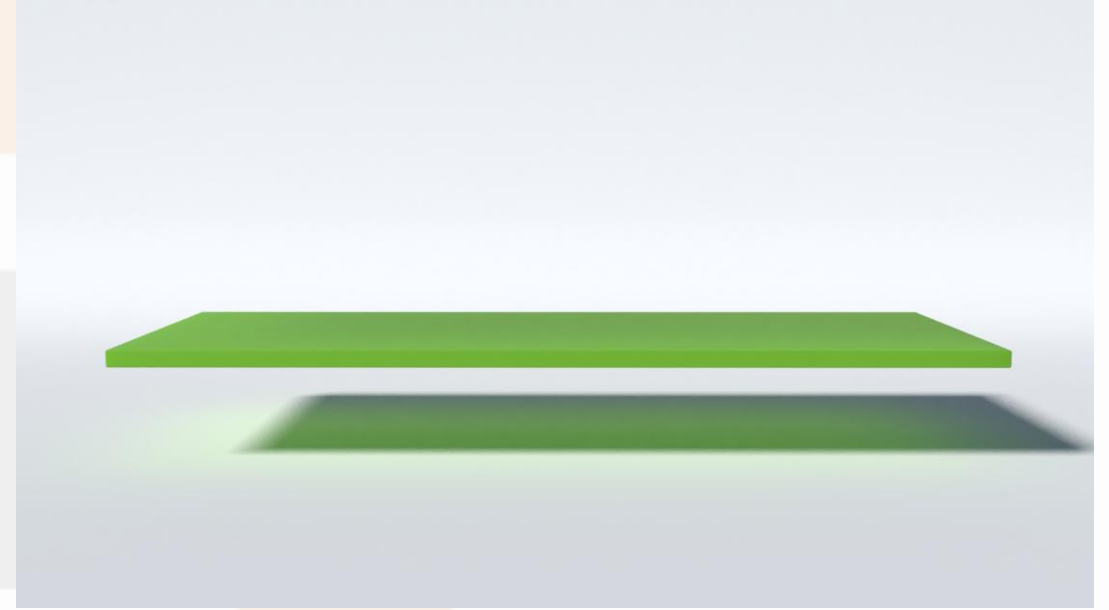


Plastic caps have the same translucency look. It let's light pass through it.

In the CG world



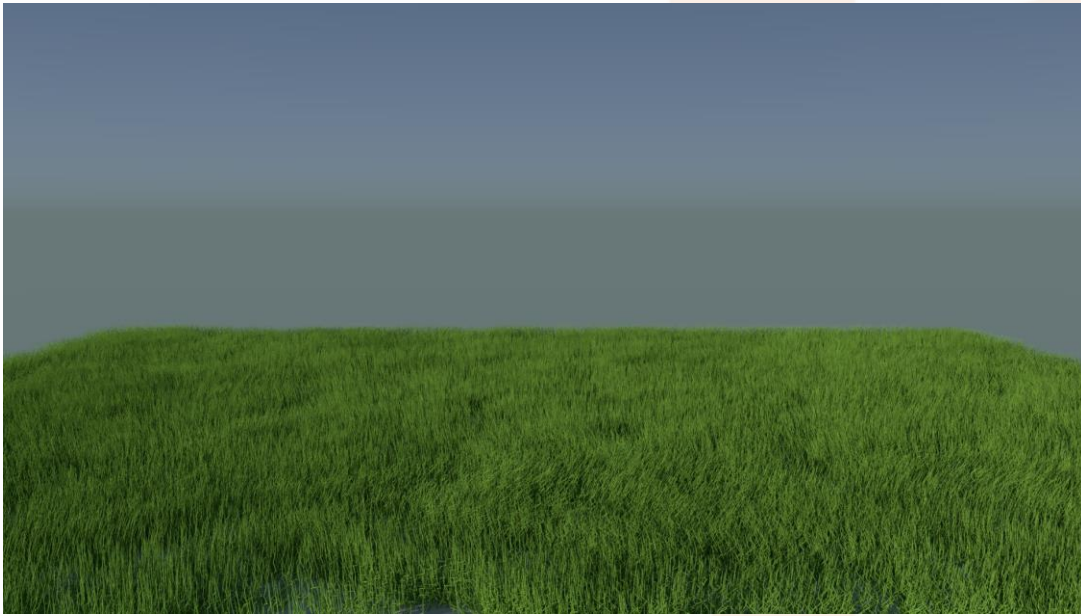
Using the default principled shader with a green color



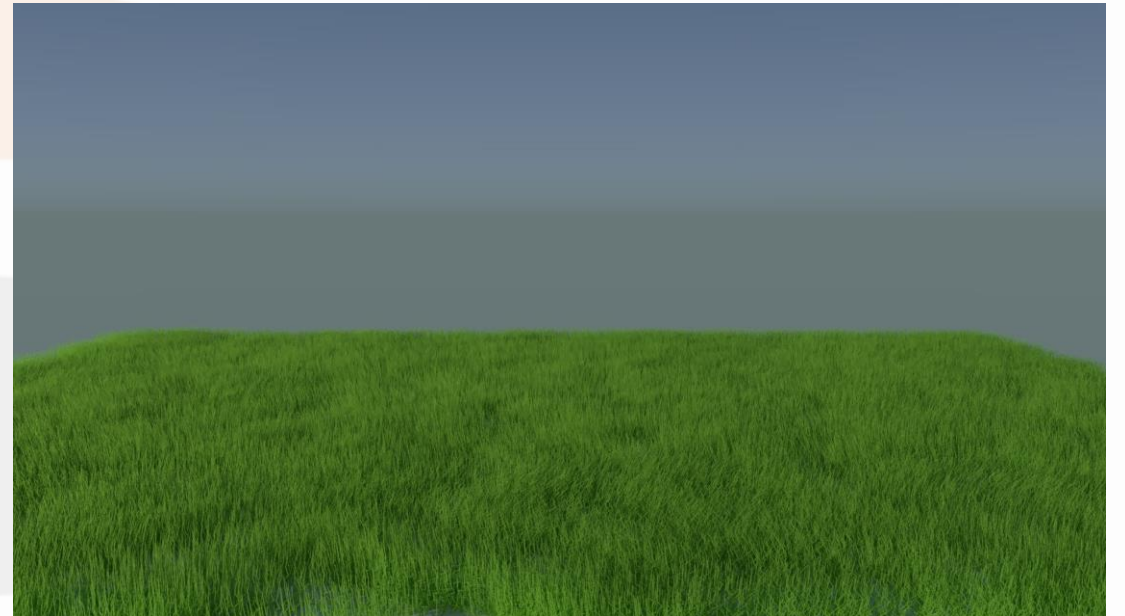
Using a translucency shader in combination with the principled shader.

It is clearly visible that the right image has a more fluor look. Also the green light shadow on the white plane shows the light absorption from the green object.

In the CG world (2)



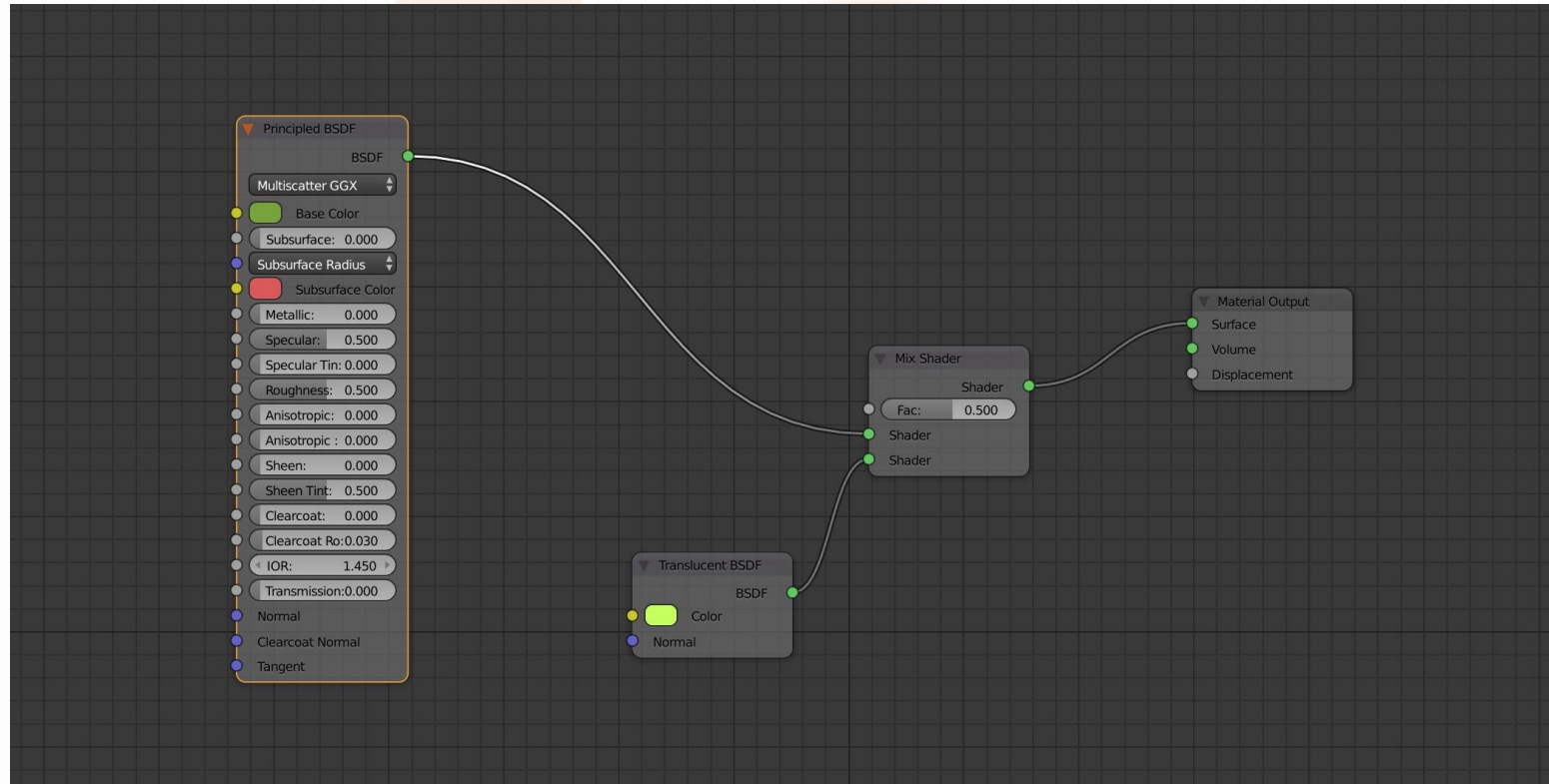
Using the default principled shader with a green color



Using a translucency shader in combination with the principled shader.

On the left you can see dark spots in the grass, this is because the object/grass does not let the light rays pass through.

Using the translucent node



You can find the translucent node in shader list. Use a mix shader to combine the node with the principled node